



## STATE TOURNAMENT GUIDELINES 2007-2008 SEASON



- ❑ Except as provided herein, the applicable rules of USA Hockey and the Connecticut Hockey Conference shall apply to all games played and other hockey activities conducted by teams competing in the CHC State Tournament.
- ❑ There is a limit of 4 coaches per bench. All coaches **MUST** be listed on the team roster and **MUST** have proper coaching credentials for respective level.
- ❑ **ALL** coaches must present proper credentials to the tournament director before the first game of the tournament and sign-in and pickup tournament information. Coaching certifications dated prior to 05/06 are not valid. Coaches must have their coaching card with them during the entire tournament. Coaches without credentials will **NOT** be allowed on the bench, no exceptions.

Mites (all programs)	Level 1
Squirts	Level 2
Pee Wees	Level 3
Bantams	Level 3

- ❑ We encourage each team to assign a person to work the penalty box. This person need not be a rostered coach or manager. Remember that this individual **CANNOT** coach from the penalty box and must remain impartial at all times.
- ❑ All teams must bring copies of their officially signed team rosters, with all players and coaches listed, to the tournament. Rosters must be presented to the tournament director before the first tournament game. Players not listed on the roster will not be allowed to participate in the tournament.
- ❑ All Tier 2 Teams must present complete credential books to the tournament director prior to the start of the tournament.
- ❑ All teams must present to the tournament director, before the first tournament game, 5-sets of three, team stickers to be used on the game sheets. The labels must contain the team name, all the players and their respective numbers (with “G” listed to the right of all goalies’ names) and all coaches and their USA Hockey Certification Level, Number, and date.
- ❑ Home team for Tier 1, 2 & 3 round robin games will be determined by highest initial. Tier 2 Quarterfinal & Semifinal home teams will be determined by highest quarterfinal seeding, final game home team will be determine by highest initial seeding. Tier 3 Semifinal and Final home teams will be determined by highest initial seeding. Tier 4 round robin home teams will be decided by highest initial seeding, “winners” will be home team in crossover round, championship game home team will be determined by coin toss.



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- ❑ Team designated as “Home” team shall wear light colored jerseys and “Visitor” team shall wear dark colored jerseys. If a team’s light and dark jerseys are not, in the judgment of the tournament director, sufficiently distinguishable from each other, the tournament director may direct either team to change jerseys or secure pullovers. Further, if a team has only one color of jersey, it shall be the responsibility of that team to meet with its opponent's coach at least one (1) hour prior to game time, to determine jersey colors for the pending game.
- ❑ All teams must be ready to play 15 minutes prior to the scheduled start time of all games
- ❑ The format for breaking a tie will be explained **ONLY** to coaches from the teams involved in the tie.
- ❑ Time outs will NOT be allowed during pool play. One time out per team per game will be allowed (1 minute duration) for Quarterfinal, Semifinal and Final Games. There will be no time outs during overtime play.
- ❑ There will be no overtime play, except for the quarterfinals, semifinals and finals. There will be a maximum of two (2) sudden death overtime periods followed by a 5-player per team shoot out. If a winner is not determined after one round of shootout 5 different players will be selected and the shootout will continued with groups of 5 until a winner is declared by the Tournament Director. No player may participate twice until all skaters on the roster have participated once, no sudden death. The Tournament Director has the option to eliminate the 2<sup>nd</sup> Overtime Period, if time does not allow.
- ❑ Noisemakers of any kind are not allowed during tournament play.
- ❑ There will be no game cancellation due to weather unless State Highways or the Rinks are closed. All teams must be prepared to play regardless of weather. Failure to play will result in forfeit of game.
- ❑ There will be no curfew rule, all games will play full length periods to completion. If in Tier 4 a goal differential of greater than 6 goals exists in the third period the tournament director may run time if there are ice time concerns.
- ❑ Only Coaches participating in the tournament play can represent their respective teams in communication with the Tournament Director.
- ❑ The local tournament director will have the final decision on **ALL** matters relating to the tournament.
- ❑ USA Hockey Zero Tolerance Policy will be strictly enforced



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	<u>Length of Periods</u>		<u>Penalties</u>			
	<u>1, 2, &amp; 3</u>	<u>Overtime</u>	<u>Minor</u>	<u>Major</u>	<u>Misconduct</u>	
Mite	12	6	1	3	5	Minutes
Squirt	12	6	1	3	5	Minutes
PeeWee	15	10	2	5	10	Minutes
Bantam	16	10	2	5	10	Minutes

**Note:** All penalties will be stop time.

- Tier 2 12-team tournaments will be initially seeded based upon regular season results.
  - The 12-teams will be broken into 2 Conferences each with (2) 3-team Divisions (American East & West, National North & South).
  - In round robin play the 3 teams in American East (AE) will play the 3 teams in American West (AW), similarly National North (NN) will play National South (NS).
  - The results of these games will be used to rank the 6 American teams (1-6) and the 6 National teams (1-6), tournament tie breaker rules will be used to break all ties.
  - The top 4 teams from each Conference will move on to Quarterfinals as follows: Q1(A1vsN4),Q2(A2vsN3), Q3(A3vsN2) & Q4(A4vs N1)
  - Winners of Quarterfinals games will play semifinals as follows: S1(Q1vsQ3), S2(Q2vsQ4)
  - Winner of Semifinals will play in final game.
  
- Tier 3 16-team tournaments will be initially seeded based upon regular season results.
  - The 16-teams will be broken into 2 Conferences each with (2) 4-team Divisions (American East & West, National North & South).
  - In round robin play the 4 teams in American East (AE) will all play each other. Similarly for American West (AW), National North (NN) & National South (NS).
  - The winners of each division will move on to play in the semifinal round, tournament tie breaker rules will be used to break all ties.
  - Winners of Divisions will play semifinals as follows: S1(AEvsNS), S2(AWvsNN)
  - Winner of Semifinals will play in final game.



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### YOUTH – Tie Breaking Rules to Determine Standings Position

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1a. The tie-breaker formulas are as follows:

1. The **results of the games played between the teams tied** in the following order:
  - a. Standings — Most points.
  - b. Most wins (Head to Head).
  - c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - d. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
  - e. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
  - f. Quickest first goal — The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
  - a. Most wins.
  - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
  - c. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
  - d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
  - e. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.
3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

*Note: Forfeits - If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.*



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### Girls

If two or more teams have an equal number of points, their positions in the standing shall be determined by the following tie-breaking formulas. In order to break the tie, the following formula will be followed until one rule determines the position of all teams that are tied.

1. The results of the games played **between the teams tied** in the following order:
  - a. The points acquired in these games.
  - b. Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus, with a maximum surplus of eight goals per game for calculation purposes.
  - c. Dividing the goals scored in these games by the goals scored against, with a maximum surplus of eight goals per game for calculation purposes, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for".
2. If after applying the formulas of 1 a, b or c, the tie still exists, the following formula will be followed until one rule determines the position of all teams that are tied using all of the games played by the teams tied:
  - a. The points acquired in all games.
  - b. Subtracting goals scored against from goals scored in all games, the positions being determined in order of the greatest surplus, with a maximum surplus of eight goals per game for calculation purposes.
  - c. Dividing the goals scored in all games by the goals scored against, with a maximum surplus of eight goals per game for calculation purposes, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for".
  - d. The lowest number of goals against using all of the games played by the teams tied.
3. If the above procedure does not break the tie, the teams shall use a shootout procedure. This will involve each team selecting five (5) players who will alternate taking penalty shots. A toss of the coin will determine which team will take the first shot. If after five (5) players from both teams have completed the procedure the tie still has not been broken, it shall be repeated with five (5) different players until the standings are determined.

**Note:** Forfeits - If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the non-offending team.